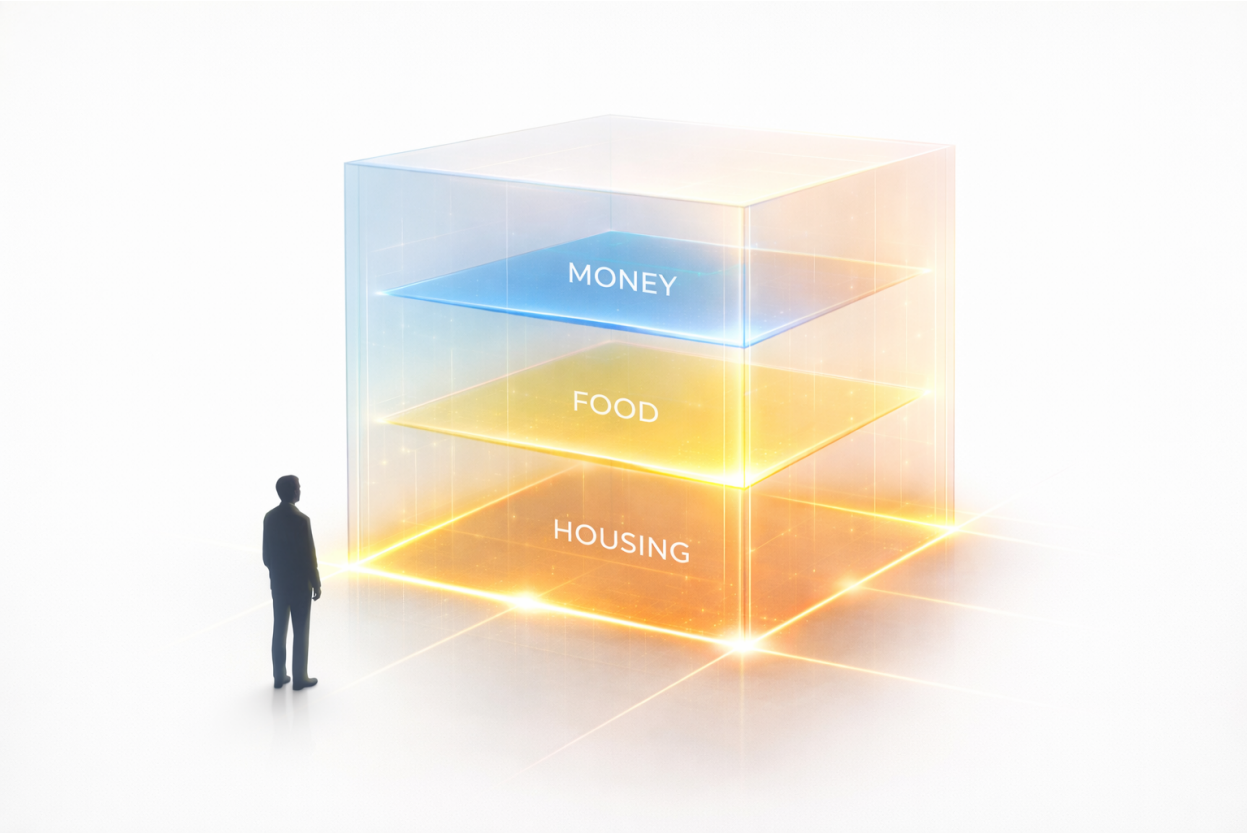
MONEY
FOOD
HOUSING

WHITEWOLF PAPER #16

GEOMETRY

& The JENGA CascADE

A Structural Study of Food, Housing, Income, and Geometry

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Whitewolf papers- song 2 tone 3

Author Jason Whitewolf
Structural Invariant Researcher
Structural Risk Analyst
Systems Architect

HOW THIS DOCUMENT IS STRUCTURED

This publication contains four primary components and one bonus module.

Each may be read independently, but together they form a unified system.

PART I — WHITEWOLF PAPER #16

Geometry & The Jenga CascADE
The core theoretical argument.
Defines collapse as cross-domain exclusion cascade and presents the minimal anti-cascade architecture (L1–L3, I1–I2).

PART II — THE 9 GAMES

Physical Jenga variants that demonstrate structural stress, redistribution, sovereignty, accumulation, and cascade behavior in observable form.

PART III — THE RULEBOOK

A diagnostic and operational translation layer.
Reframes the architecture as a usable checklist for institutions, platforms, researchers, and policymakers.

PART IV — TECHNICAL APPENDIX

Formal modeling of load systems, cascade conditions, bounded spillover, and admissibility constraints.
Mathematical restatement of the architecture.

BONUS — DUNGEON MASTER EASTER EGG

An advanced campaign expansion of Game 7.

Adds stochastic perturbation and symbolic accumulation under constraint.
Included as a playable extension of the system.

Reading Note:

Part I stands alone as the primary paper.

The remaining sections extend, demonstrate, and formalize the same underlying geometry.

ABSTRACT

Societal collapse is rarely caused by a single dramatic failure. It unfolds when stress in one foundational domain—most critically money, food, and housing—propagates into the others until deprivation becomes structurally unavoidable.

Most modern responses rely on centralized allocation, emergency authority, optimization models, or moral triage. These approaches reintroduce governance precisely when systems are least stable.

This paper presents a minimal, non-governing architecture that prevents collapse by forbidding cross-domain exclusion cascades rather than attempting to optimize outcomes.

To clarify the structure, we will occasionally use a simple physical analogy:

imagine a tower of stacked blocks. Removing one block does not automatically destroy the tower. Collapse happens when removal in one area destabilizes the entire structure. The goal of this architecture is not to freeze the tower or control every move—it is to prevent one local disturbance from becoming a total structural failure.

The framework defines hard non-exclusion floors, anti-gating rules, and bounded spillover constraints that preserve societal coherence as compatibility—not convergence—without requiring a new central allocator, canonical authority, or global consensus.

1. PROBLEM STATEMENT

Modern societies depend on three foundational domains:

- **Money** (exchange and access)
- **Food** (biological survival)
- **Housing** (physical shelter)

Collapse occurs when failure in one domain propagates into the others, producing irreversible exclusion.

The dominant collapse pattern is:

Money failure → Food exclusion → Housing loss → further income collapse → systemic destabilization

This pattern is not primarily moral, ideological, or political. It is structural.

Imagine a person loses their job. That is a money shock.

If income loss means food access disappears, the shock spreads.

If food instability leads to eviction, the shock spreads again.

If eviction destroys employability or access to services, the loop closes.

The original disturbance was localized. The collapse was systemic.

This is the Jenga cascade.

In a physical Jenga tower, removing a block does not guarantee collapse. Collapse occurs when the removed block was load-bearing and when stress redistributes into already fragile zones. The danger is not removal—it is unbounded redistribution.

Current responses treat collapse as a problem of:

- insufficient resources
- poor allocation
- lack of coordination
- incorrect incentives

These framings miss the underlying failure mode: cross-domain cascade.

The question is not “How do we allocate better?”

The question is: How do we prevent shocks from multiplying?

2. STRUCTURAL REFRAMING

This paper adopts strict structural definitions.

Coherence = the ability of domains to remain mutually compatible under stress

A coherent system may wobble. It does not tear itself apart.

Collapse = the point at which a failure in one domain forces non-admissible states in others

Collapse is when one missing block causes the entire tower to lose admissible configurations.

Governance = any mechanism that ranks claimants, selects winners, or canonically resolves scarcity across domains

Governance is not inherently good or bad. It is a structural act of selection.

The goal of this paper is not:

- fairness
- optimization
- equality
- efficiency
- ideological reform

The goal is singular:

Prevent the system from producing deprivation states as outputs.

In other words:

The system is not allowed to generate certain human outcomes, even under stress.

3. DESIGN CONSTRAINTS

Any viable architecture must satisfy all of the following:

- No new centralized allocator
- No canonical cross-domain adjudicator
- No global ranking or scoring of people
- No single authoritative registry
- No policy discretion at the floor boundary

If any of these appear, governance re-enters structurally.

This is equivalent to saying:

We are not redesigning the tower.

We are installing constraints that prevent one loose block from detonating the structure.

4. THE SMALLEST ANTI-CASCADE ARCHITECTURE

The architecture consists of three local rules and two interface standards.

Think of these not as policies, but as load-distribution principles.

LOCAL RULE L1 — **Domain Floor Firewall**

Each domain defines a floor: a deprivation state the system must not output.

For any transition:

If the result crosses the floor, the transition is inadmissible or must be repaired locally.

This is enforced as a rule, not a program.

Everyday analogy:

A floor in a building does not optimize how people live. It prevents them from falling through.

In practical terms:

• Losing income must not automatically eliminate access to minimum food.

• Losing housing must not automatically eliminate access to minimum money services.

• Losing food access must not automatically invalidate housing status.

The floor is not abundance.

The floor is “not falling through.”

Floor definition is a one-time governance act establishing the minimum survivable threshold; floor enforcement under this architecture is structural and non-discretionary.

LOCAL RULE L2 — **Cross-Domain Non-Derogation**

No domain may act as a gate for another.

Failure in money cannot invalidate food or housing floor access.

Failure in housing cannot invalidate food or money floor access.

Failure in food cannot invalidate housing or money floor access.

In Jenga terms:

No single column becomes sovereign over the entire tower.

In everyday life:

Your grocery store should not require proof of mortgage stability to sell food.

Your landlord should not be able to invalidate your food access.

Your bank status should not determine whether you are allowed biological survival.

When one domain becomes archē—first principle or sovereign gate—the cascade begins.

LOCAL RULE L3 — **Bounded Spillover**

Shocks may propagate as signals, but those signals are bounded.

No spillover may force another domain across its floor.

This converts shocks into stress—not collapse.

If someone loses a job, that shock is real.

It may reduce discretionary spending.

It may require adaptation.

But it must not automatically eject the person from food or shelter.

In physical terms:

When one block shifts, stress redistributes.

Bounded spillover means redistribution does not exceed structural tolerance.

INTERFACE STANDARD I1 — **Non-Comparable Floor Claims**

Floor access is mediated only by claims that are:

- non-rankable
- non-tradable
- non-accumulative
- non-optimizable

They cannot become currency, reputation, or leverage.

If floor claims become comparable, they become tradable.

If tradable, they become scarce.

If scarce, they become ranked.

If ranked, governance re-enters.

A floor is not a benefit tier.

It is a structural minimum.

INTERFACE STANDARD I2 — **Capability Separation**

Interface outputs cannot modify:

- admissibility rules
- enforcement intensity
- eligibility definitions
- resource allocation

Observation is permitted. Actuation is forbidden.

Imagine a dashboard that shows tower stress but cannot rearrange blocks.

Once observation becomes actuation, hidden governance emerges.

STRUCTURAL NOTE ON ADMISSIBILITY

The rules defined above implicitly establish an admissible region of societal states: configurations in which each foundational domain remains above its non-exclusion floor and no domain acquires sovereign gating authority over another.

Transitions within this region are permitted. Transitions that would force a cross-domain floor breach are inadmissible and must be locally repaired.

In this sense, the architecture does not optimize outcomes. It defines a boundary condition. The system may evolve, fluctuate, and redistribute stress within that boundary, but it is not permitted to generate certain deprivation states as structural outputs.

Containment, not convergence, is the governing principle.

5. WHAT THIS ARCHITECTURE GUARANTEES

- Floors remain reachable under stress
- No single domain can veto survival
- Local failures stay local
- No hidden selection locus emerges
- Coherence persists without convergence
- Governance does not re-enter silently

This does not create perfection.

It creates containment.

Like guardrails on a mountain road: they do not remove curves.

They prevent the vehicle from going over the edge.

6. HARD LIMITS

This architecture does NOT guarantee:

• optimal allocation

• fairness

• equal outcomes

• conflict resolution under absolute scarcity

• universal enforcement

If there is truly not enough food, someone must decide distribution.

That decision is governance.

This paper does not eliminate governance.

It isolates exactly where it appears.

It draws a bright line between:

Structural containment and

Selection under scarcity.

7. FAILURE MODES

The system is failing if any of the following are observed:

• Floors become harder to reach over time

• One domain gates the others

• Spillovers amplify rather than dampen

• Emergency procedures introduce ranking or queues

• A single registry becomes mandatory

In Jenga terms:

• Blocks are being glued into vertical monopolies

• Stress is being allowed to accumulate in one column

• The table beneath the tower is unstable

These are early-warning signals.

They are geometric, not moral.

8. WHY THIS IS MINIMAL

Remove any one rule or interface:

• Remove L1 → deprivation becomes admissible

• Remove L2 → one domain becomes sovereign

• Remove L3 → shocks cascade

• Remove I1 → floors become rankable

• Remove I2 → observation becomes policy

This is the smallest known structure that prevents collapse without central allocation.

It does not redesign the economy.

It does not prescribe ideology.

It only forbids certain cascade geometries.

9. LOADING DOCKS

These are entry points, not implementations.

Struggling Governments

Use this paper as:

• a diagnostic lens

• a collapse-prevention checklist

• a way to identify hidden gating and cascade risks

This framework does not ask a government to become more powerful.

It asks it to prevent structural multiplication of shocks.

A government reading this during economic stress should ask:

Where are we allowing one failure to propagate unchecked?

Humanitarian & Development Organizations

Use this to:

• redesign emergency responses that avoid ranking under stress

• detect when aid logistics become gatekeepers

• coordinate without forcing a single global controller

Aid that inadvertently conditions food on unrelated compliance can trigger cascade.

Foundations & Grant Makers

Use this as:

• a funding evaluation framework

• a filter against solutions that smuggle governance back in

• a way to support anti-cascade infrastructure

Funding programs often optimize impact metrics.

This paper asks instead:

Does the program reduce cascade geometry?

Academic & Research Institutions

Use this as:

• a structural model

• a bridge between economics, systems theory, and governance studies

• a basis for simulation

Cascade geometry is measurable.

Technology & Infrastructure Builders

Use this to:

- audit platforms for hidden chokepoints
- design non-governing interfaces
- prevent emergency features from becoming control surfaces

Digital platforms can become sovereign blocks in the tower.

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10. HUMAN WALK-THROUGH

Imagine your life as three stacked supports:

- money
- food
- housing

If one shakes, the others feel it.

Now imagine a rule:

No matter what happens, you are not allowed to fall through the floor.

You may wobble.

You may have to rebalance.

But the system cannot multiply your problem into total exclusion.

This paper does not say:

“Who deserves help?”

“Who should we prioritize?”

“Who is most productive?”

It asks only:

Is this outcome even allowed to happen?

If the answer is no, the system repairs locally.

No master controller.

No global queue.

No worthiness score.

Just one structural rule:

The system is not allowed to produce certain kinds of human failure.

That is the geometry.

That is the anti-cascade condition.

That is the Jenga cascade—understood and contained.

END OF WHITE PAPER

AMENDMENT

Jenga CascADE — 9 Games to Play

At Whitewolf Creative Works, we built something simple.

We took a regular set of Jenga blocks.

And we turned it into 9 different games.

You don't need new equipment.

You don't need special software.

You just need blocks, a table, and a few friends.

Each game feels different.

Each one changes how you think while you're playing.

Some are competitive.

Some are cooperative.

Some will make you laugh.

Some will make you nervous.

All of them use GRAVITY.

Let's begin.

SYMBOL SYSTEM

PREPARATION & MARKING GUIDE

Some games in this rulebook require a marked Jenga set.

Prepare the blocks once. They remain marked permanently.

This section defines the standard symbol configuration.

1. REQUIRED SYMBOLS

Each block carries four symbols:

? Question Mark

▲ Pyramid

Lightning Bolt

↻ Clockwise Spiral

The spiral is always drawn clockwise.

Each block also carries polarity:

+ Positive

- Negative

2. STRUCTURE OF THE BLOCK

Think of each block like a domino.

Draw a thin center line around the block at its midpoint,

dividing it into two equal ends.

Mark one short end with:

+

Mark the opposite short end with:

-

Polarity is permanent.

3. **SYMBOL PLACEMENT** (*CRITICAL*)

Each block must display all four symbols.

On every long rectangular face:

• Draw ONE of the four symbols near the **+** end.

• Draw the SAME symbol again near the **–** end.

This means:

Each long face carries one symbol.

That symbol appears twice on that face —

once near each polarity end.

Across the four long faces of the block:

• All four symbols must appear.

• Each symbol appears on exactly one face.

• Each symbol is drawn twice per face (near **+** and near **–**).

Do NOT draw symbols near the center line.

Place them close to the polarity ends so they remain visible when stacked.

4. SPIRAL ORIENTATION

If the spiral is drawn on the **+** end,

it curves upward to the right.

If drawn on the **-** end,

it curves downward to the right.

All spirals rotate clockwise.

5. CLAIMING A SYMBOL IN PLAY

When a game requires symbol selection:

- The player chooses both a symbol and a polarity.
- The block is placed so the chosen symbol faces upward.
- The chosen polarity end must face the player.

This makes both symbol and polarity visible to all players.

Once placed, the choice is fixed.

This completes the Symbol System configuration.

Proceed to Game 1.

Game 1 — Seven Seconds

This game is pure pressure.

No extra rules.

No extra layers.

Just time.

Setup

Build the tower normally.

You will need a 7-second timer (phone, stopwatch, or countdown app).

The Timer Rule

Timing rotates around the table.

The player who just completed their turn becomes the timer for the next player.

They are responsible for:

• Starting the 7-second count the moment the previous move ends.

• Watching the clock.

• Calling “Time” if 7 seconds expire.

Then it rotates again.

Everyone times.

Everyone is timed.

A move is considered finished only when:

• The player's hand fully releases the placed block, and

• The tower has visibly stopped moving.

If the tower collapses after hand release but before visible stabilization, the player who just moved loses.

If the tower collapses between turns after a completed move, the player who just completed their move loses.

On Your Turn

The moment the player before you finishes their move,

your 7-second timer begins.

Within 7 seconds, you must:

- **Choose a block**.
- **Remove it legally**.
- **Place it on top**.

If your hand is still touching the block when time expires,

you lose immediately.

No Exceptions

You do not get more time.

You do not get to restart the count.

Seven seconds.

That’s it.

Collapse Rule

If the tower falls on your move,

you lose.

If you fail to complete your move in time,

you lose.

Everyone else continues.

Last player standing wins.

What You'll Notice

Seven seconds is just enough time to act.

Not enough to overthink.

Hands shake.

Decisions speed up.

Mistakes happen.

The tower doesn't just test stability.

It tests composure.

Gravity is patient.

The clock is not.

Game 2—Growth Under Vibration

This is where we start.

Build a standard Jenga tower.

Play exactly like normal Jenga:

• Remove one block.

• Place it on top.

But here is the added rule:

After placing your block, you must lightly **smack** the table.

Not a slam.

Not a gentle tap.

A light smack — strong enough that the tower visibly reacts.

If nothing visibly moves, the smack does not count.

You must attempt again.

If three consecutive smacks fail to produce visible movement, your turn ends and play continues.

Every player.

Every turn.

No skipping.

The intensity is up to you.

Too soft gives stability to the next player.

Too hard may collapse the tower — and you lose.

Your turn ends only after the tower has visibly stabilized following your smack.

If the tower collapses at any point during removal, placement, the smack, or during post-smack wobble before full stabilization, you lose.

Play three rounds.

What changes?

Now every act of growth injects stress.

Every success makes the structure taller — and more fragile.

And every vibration affects not just your opponent… but you.

You are not just pulling blocks.

You are managing vibration.

Growth.

Stress.

Redistribution.

Risk.

That’s the game.

Game 3 —Spin the Bottle

This game adds fate to gravity.

You are not choosing whether to build or remove.

The spin decides.

SETUP

Build a standard Jenga tower.

Before play begins, remove two complete layers (**6 blocks total**).

Each player receives **3 reserve blocks**.

These are the only blocks you may use for Add moves.

No additional blocks exist.

Choose who goes first using rock–paper–scissors.

THE SPINNER

Take one extra Jenga block and place it flat in the center of the table.

Its two short ends are already marked:

+ (Positive)

– (Negative)

ON YOUR TURN

Before touching the tower:

Spin the block on the table like a bottle.

When it stops, look at the end facing you.

If the facing end is:

+ (Positive)

You must ADD one block from your personal reserve to the top of the tower.

− (Negative)

You must REMOVE one legal block from below the top layer (normal Jenga rules apply).

If the end pointing most directly toward you is ambiguous,

spin again.

If this happens three consecutive times, your turn ends.

ADD MOVE

• You must use one of your reserve blocks.

• Place it on the top layer following normal Jenga stacking rules.

• You may rotate it as desired.

• If you have no reserve blocks remaining and spin +, your turn ends immediately.

REMOVE MOVE

• Remove one legal block from anywhere below the top layer.

• Standard Jenga rules apply.

COLLAPSE RULE

If the tower falls during your move:

You lose immediately.

No points.

No rounds.

No mercy.

Gravity wins.

WHAT YOU'LL NOTICE

You cannot fully plan.

Sometimes you want to build.

Sometimes you want to destabilize.

But fate may force the opposite.

Reserves run out.

Removal becomes dominant.

The tower shifts phase.

Intention meets constraint.

You are not just playing Jenga.

You are playing under rules you did not choose.

Game 4 — Hidden Meaning

This game is simple.

You play.

You finish.

Then you discover what it meant.

SETUP

A 3 player game.

Before the tower is built, one person becomes the Observer.

The Observer does not play.

The Observer selects ONE outcome from the approved list of 8 below.

They write the NUMBER (1–8) of the selected outcome on a piece of paper,

fold it,

and place it face-down on the table.

No one else may see it.

The players do not know which outcome was chosen.

THE 8 POSSIBLE OUTCOMES

(Always applied to the winner.)

GOOD OUTCOMES

1. The loser must sincerely compliment the winner.

2. The loser must write a short poem for the winner.

3. The loser must sing a short song to the winner.

4. The loser must provide a small treat (snack, drink, or similar gesture) to the winner at a later agreed time.

BAD OUTCOMES

5. The winner must do 10 push-ups.

6. The winner must do 20 jumping jacks.

7. The winner must sing a short song in front of everyone.

8. The winner must answer one question from the loser completely and honestly.

HOW TO PLAY

Play standard Jenga.

No added mechanics.

No special constraints.

Just play.

THE REVEAL

When the tower collapses and a winner is declared by normal Jenga rules:

The Observer opens the paper and reads the hidden outcome aloud.

Now the meaning of winning becomes clear.

The structure didn’t change.

The stakes did.

WHAT YOU'LL NOTICE

Winning feels different when the reward is uncertain.

Risk shifts.

Confidence shifts.

Emotion moves before logic does.

You thought you were playing to survive.

You were playing to discover what survival meant.

Game 5 — The Three Roles

This game is about structural strain.

Three players.

Three fixed roles.

One tower that will not survive.

You do not change roles mid-round.

You stay in your role until collapse.

Setup

Build the tower normally.

Assign roles randomly:

• The Climber

• The Shifter

• The Miner

Turn order is fixed:

Climber goes first.

Shifter goes second.

Miner goes last.

(All players place blocks on top following normal Jenga rules.)

The Roles

ZONE DEFINITION

Count the total number of complete layers in the tower at the start of each turn. Let that number be N.

Divide the tower as follows:

• **Miner** — bottom ⌈N/3⌉ layers

• **Shifter** — next ⌈N/3⌉ layers above the Miner zone

• **Climber** — all remaining upper layers

If a role has no legal removable block within its required zone, that player may remove from the next higher zone that contains a legal block.

The Climber

• Removes from the upper zone

• Always builds ambition from instability

• Pulling high increases leverage immediately

The Shifter

• Removes from the middle zone

• Redistributes internal stress

• Rarely looks dramatic — often changes everything

The Miner

• Removes from the lower zone

• Hollows the foundation

• Highest structural risk

All players place their removed block on top as in normal Jenga.

Collapse

The tower will fall.

That is not failure.

That is the design.

When it collapses:

• The player whose turn it was loses the round.

• The other two players each gain 1 point.

Rebuild the tower.

Rotate roles clockwise.

Play again.

Winning

Play three rounds so each player experiences each role once.

The player with the most points after three collapses wins.

If all three players are tied after three rounds,

play one sudden-death round.

Roles are assigned randomly.

First collapse loses.

The remaining two players share the win.

What You'll Notice

The Climber increases leverage.

The Shifter alters balance.

The Miner removes support.

No one is attacking directly.

But together, the geometry tightens.

This game does not test who is strongest.

It shows how distributed strain becomes inevitable collapse.

No one controls the tower.

Everyone shapes it.

And eventually—

gravity decides.

Game 6 — King of the Mountain

There is only one King.

Everyone else is trying to knock them down.

Setup

Build the tower normally.

Use a visible height marker: 7 completed layers.

Once a block is placed above that height, the player who placed it becomes King.

Becoming King

The moment you place a block above the marked height:

You declare:

“**I am King**.”

From that point forward, the table turns against you.

While You Are King

<u>On your turn</u>:

• You must remove a block from below the midpoint of the tower.

• You must place your block on the highest possible stable position.

You must climb higher.

You cannot play safe.

Everyone Else

<u>All other players</u>:

• May only remove blocks from the upper half of the tower.

• May target the King’s structure.

• May attempt destabilizing pulls.

They are trying to dethrone you.

Dethroned

If the tower collapses on the King's turn:

The King loses.

If the tower collapses on anyone else's turn:

That player loses immediately.

The King survives.

Victory

If the King survives one full round of turns (everyone plays once) and the tower remains standing:

The King scores 1 Crown.

Then the game resets to neutral.

No one is King.

First player to earn 3 Crowns wins.

What You'll Notice

It is easy to become King.

It is hard to stay King.

The higher you climb,

the fewer supports you have.

Everyone wants the mountain.

But the mountain does not protect you.

Only one stands at the top.

Gravity chooses the rest.

Game 7 — THE DUNGEON (Dungeon Master Edition)

You are not building a tower.

You are descending into a structure that remembers what you take.

SETUP

• Use the marked symbol blocks.

• Build a standard Jenga tower.

• All players start with zero relics (your “hand” = the relics you personally own).

• Determine first player by Rock–Paper–Scissors.

This game supports:

• 2 Players — Duel Mode

• 3 Players — Triad Mode

• 4 Players — Cascade Mode

The rules remain constant.

The pressure changes with population.

THE RELICS

Every block carries four symbols and polarity.

When you remove a block:

1) Choose one symbol.

2) Choose its polarity.

3) Place the block on top with:

- The chosen symbol facing upward.
- The chosen polarity end facing you.

That relic now belongs to you.

The choice is permanent.

OBJECTIVE

Collect sets of three identical symbols.

Each completed set = 1 point.

First player to win 2 rounds wins the campaign.

YOUR TURN

1) Remove one legal block.

2) Declare your choice (symbol + polarity).

3) Place the block on top in that orientation.

4) Execute exactly ONE Dungeon Choice.

RETURN ORIENTATION CLARIFICATION

When you RETURN a relic:

• You may orient the block in any legal position within the natural gap.

• The symbol and polarity previously claimed are no longer tracked.

• Once returned, the block becomes neutral structure.

• It no longer belongs to any Raider.

DUNGEON CHOICES

A) KEEP

Add the claimed relic to your hand.

B) TRADE

Exchange one relic from your hand with one relic from another player.

The exchange must be one-for-one.

C) RETURN

Reinsert one relic from your hand into the tower

only through an existing natural gap.

D) DISCARD

Remove one relic from your hand from the game permanently.

RETURN RULE

You may only return a relic if:

• A natural opening already exists.

• You do not force, pry, or widen a gap.

• The relic slides in cleanly.

• It does not lie flat unsupported.

If no natural opening exists, RETURN is not available.

If a return attempt causes collapse, you lose the round.

HAND LIMIT

Maximum hand size: 5 relics.

If you exceed 5 relics after KEEP:

Immediately resolve overflow by choosing ONE:

- **RETURN** (if a legal natural gap exists)
- **DISCARD**

RETURN reduces your hand size by 1.

DISCARD reduces your hand size by 1.

TRADE does NOT resolve overflow because it does not reduce hand size.

If no legal RETURN exists, you must DISCARD.

POPULATION MODES

2 Players — Duel Mode

Pure strategy. Direct tension. No additional mechanics.

3 Players — Triad Mode

Temporary alliances emerge.

Trades may shift balance quickly.

4 Players — Cascade Mode

Greed is activated.

GREED RULE (**4** Players Only)

If a player holds 4 relics at the start of their turn:

They must declare:

“I push deeper.”

On that turn, they must REMOVE from the lower half of the tower.

They may not choose RETURN that turn.

If collapse occurs, they lose as normal.

This accelerates instability under crowd pressure.

COLLAPSE

If the tower falls during your turn —

during removal, placement, or return —

you lose the round.

Rebuild and continue.

Best of three rounds wins the campaign.

WHY THIS GAME WORKS

The more you collect,

the more the structure tightens.

Greed increases load.

Population increases volatility.

The dungeon does not punish morality.

It punishes imbalance.

Enter carefully.

Leave lighter.

Game 8 — The Infinity Loop

This game is about rotation.

Not collapse.

Not speed.

Not score.

Rotation.

Setup

Build the tower normally.

Clear space around the tower.

You will need room to turn it.

On Your Turn

You must:

1. Remove one legal block.

2. Place it on top following normal Jenga rules.

3. Immediately after placement — and before the next player begins their turn — rotate the entire tower 90 degrees clockwise.

Rotation happens at the END of your turn.

Every single turn.

No skipping.

No partial turns.

The Rotation Rule

HAND RULE FOR ROTATION

You may use two hands to rotate the tower.

Removal and placement must still follow normal Jenga hand rules (if you are using them).

The player whose turn it is must perform the rotation. Any collapse during rotation counts as that player's loss.

The tower must fully change orientation.

Front becomes side.

Side becomes back.

Back becomes side.

Each move changes the direction of gravity's stress across the structure.

Collapse Rule

If the tower collapses:

• The player whose move caused the collapse loses.

• Collapse can occur during removal, placement, or rotation.

Winning

Last player standing wins.

What You'll Notice

You are not just playing upward.

You are cycling stress through the structure.

A weak column does not stay weak.

A strong side does not stay strong.

Every turn:

Removal.

Placement.

Rotation.

The tower references itself.

Stress redistributes.

Patterns reappear.

You are inside a loop.

And the loop does not forgive imbalance.

Game 9 — Cascade

This game is about precarious ambition.

You are not rebuilding the tower.

You are testing how high instability can rise

on a limited foundation.

REQUIRED SURFACE

This game must be played on a hard, flat, stable surface.

No soft tables.

No uneven floors.

No flexible mats.

The surface is part of the structure.

SETUP

Do NOT build a traditional tower.

Instead:

- Any block that touches the table (a foundation pillar) must stand VERTICALLY on one of its smallest faces.

- All blocks must obey the CORE BUILD RULE: only two legal orientations (VERTICAL or HORIZONTAL), and HORIZONTAL blocks may only rest across the TOP of vertical blocks and may never touch the table.

FOUNDATION LIMIT (CRITICAL RULE)

Only SEVEN blocks may touch the table surface.

These are your foundation pillars.

• Each must stand vertically.

• Each must directly touch the table.

• Once a foundation pillar is placed and released, it may NEVER be moved.

• You may not slide, rotate, or reposition it later.

• If a foundation pillar falls, the player whose turn caused it loses immediately.

Seven total foundation placements.

Shared by all players.

When the seventh pillar touches the table,

the foundation is permanently locked.

No additional blocks may touch the table after that.

HOW THE FOUNDATION ACTUALLY FORMS

Players take turns in normal rotation.

<u>On your turn</u>:

• You place ONE block.

Early turns usually determine:

Do you place one of the seven foundation pillars?

Or do you begin building upward?

If you place a block touching the table,

you are consuming one of the seven foundation positions.

If you space pillars poorly,

future connections may require additional height or risk.

Once released, placement is permanent.

CORE BUILD RULE

There are only two legal orientations:

VERTICAL

• Standing upright on a small end.

HORIZONTAL

• Lying flat across the TOP of vertical blocks only.

Horizontal blocks may:

• Rest on top of one or more vertical blocks.

• Span between vertical supports.

Horizontal blocks may NOT:

• Touch the table.

• Rest directly on another horizontal block.

• Be stacked horizontally on horizontally placed blocks.

• Be wedged between blocks without vertical support beneath them.

In short:

Horizontal blocks must sit on vertical support.

No flat stacking layers.

TURN STRUCTURE

After the foundation is locked,

players continue taking turns:

• Place ONE legal block (vertical or horizontal).

• Release completely.

• No adjustments to previous placements.

You may talk.

You may plan.

You may cooperate.

You may compete.

But the structure is shared.

If it falls on your turn,

it is yours.

COLLAPSE RULE

If the structure collapses on your turn:

You lose immediately.

If your placement triggers a delayed chain reaction,

the collapse still belongs to you.

Last player to successfully place a legal block wins.

WHY SEVEN

Seven pillars cannot be evenly divided.

You cannot create perfect symmetry.

Someone must place the awkward pillar.

Someone must commit early.

Someone must adapt late.

Every horizontal beam increases leverage.

Every vertical addition concentrates load.

The foundation never changes.

WHAT YOU'LL NOTICE

The first pillars feel harmless.

Then spacing starts to matter.

Then beams demand support.

Then height demands risk.

Every decision compounds.

You are building ambition

on a foundation that cannot expand.

And when one pillar slips—

the cascade is immediate.

THE *Whitewolf*

RULEBOOK

(Geometry and the Jenga Cascade: The Jenga Cascade System)

Rulebook Edition — Non-Prescriptive

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Whitewolf papers- song 2 tone 2

Author Jason Whitewolf
Structural Invariant Researcher
Structural Risk Analyst
Systems Architect

Scope: Orientation + Navigation + Core Concepts (no technical appendix)

0. What this is (read first)

This is the RULEBOOK for Whitewolf Paper #16 — Geometry & The JENGA CascADE.

It is designed to be playable, teachable, and diagrammable.

It is NOT:

- policy
- ideology
- an optimization program
- a centralized allocation plan
- a moral ranking system
- an enforcement manual

It IS:

- a minimal structural architecture
- a checklist for detecting collapse geometry
- a set of non-governing rules that prevent cross-domain cascades

You will see references to other Whitewolf Papers. That is intentional.

Navigation note:

- When this rulebook references another paper, it will always name it as:

  "Whitewolf Paper #X — Title"

- Whitewolf Paper #16 remains primary here.
- Other papers are used only where justified, to improve navigation and clarity (not to over-explain).

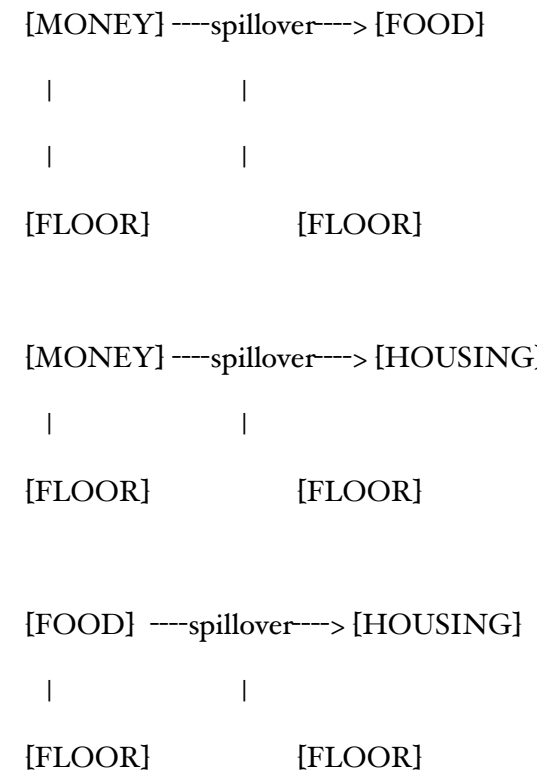
1. The one diagram this whole rulebook must be able to draw

If this can't be drawn simply, the rulebook failed.

Draw this:

Three domains (Money, Food, Housing) with floors, and arrows that are NOT allowed to force another domain below its floor.

Minimum sketch:



Core idea: signals can cross domains; deprivation cannot.

2. The core definition (the whole system in one sentence)

Collapse is cross-domain exclusion cascade:

a shock in one foundational domain forces another domain below its non-exclusion floor, which then forces the next, until deprivation becomes structurally unavoidable.

This is the Jenga Cascade:

- local removal becomes total failure because stress redistributes without bounds.

3. The 3 foundational domains (the tower blocks)

This framework is written for the three domains most responsible for real-world cascade:

1) Money

- exchange access, payment rails, basic financial capability

- the "ability to participate in transactions and keep stability"

2) Food

- biological survival access

- "the ability to eat reliably at the minimum survivable level"

3) Housing

- physical shelter access

- "the ability to remain sheltered at the minimum survivable level"

Note:

This rulebook does not require agreement on ideology.

It only requires agreement that certain output states are not allowed.

4. Key vocabulary (simple, rigid, reusable)

Use these words exactly. They keep the system clean.

4.1 Coherence

Coherence = the domains remain mutually compatible under stress.

A coherent system can wobble. It does not tear itself apart.

4.2 Collapse

Collapse = a failure in one domain forces non-admissible states in the others.

Collapse is when the system starts outputting deprivation as a structural result.

4.3 Governance (as a structural act)

Governance = any mechanism that:

- ranks claimants, or

- selects winners, or

- canonically resolves scarcity across domains.

Governance is not “bad.”

It is just a specific structural move.

This architecture minimizes governance by forbidding cascade geometry rather than optimizing allocation.

4.4 Floor (non-exclusion floor)

A floor = a deprivation state the system must not output.

The floor is not abundance.

The floor is “not falling through.”

4.5 Gating (domain sovereignty)

Gating = one domain becomes the gatekeeper of another domain’s survival floor.

Example of gating:

- losing money automatically removes food access

- losing housing automatically invalidates money access

- losing food access automatically invalidates housing status

Gating creates cascades.

4.6 Spillover

Spillover = how a shock in one domain creates stress in another.

Spillover is permitted as signal.

Spillover is forbidden as deprivation forcing.

4.7 Anti-cascade rule

Anti-cascade rule = any rule that forbids cross-domain deprivation propagation.

5. The non-negotiable design constraints (what we refuse to introduce)

This is the “no silent governance re-entry” list.

A valid implementation MUST avoid all of these:

- no new centralized allocator
- no canonical cross-domain adjudicator
- no global ranking/scoring of people
- no single authoritative registry
- no discretion at the floor boundary (no “case-by-case” floor denial)

If any of these appear, governance re-enters structurally.

This rulebook is about constraint geometry, not authority structure.

6. The 5-part minimal architecture (preview only — full detail comes in Box 2)

Whitewolf Paper #16's architecture is:

Local Rules:

L1 — Domain Floor Firewall

L2 — Cross-Domain Non-Derogation (no domain can gate another)

L3 — Bounded Spillover (signals bounded; floors protected)

Interface Standards:

I1 — Non-Comparable Floor Claims (not rankable, not tradable, not accumulative)

I2 — Capability Separation (observe, don't actuate)

You do not need to "believe" these.

You test them by whether they prevent cascade.

7. How to use this rulebook (three use modes)

Pick one. Do not mix modes mid-session.

Mode A — Diagnose (most common)

Use the rules to identify where cascade geometry exists already.

Output: a list of gating links and spillover breaches.

Mode B — Design

Use the rules as constraints to create or audit a program/platform/process.

Output: an interface + rule checklist that passes.

Mode C — Communicate

Use the simple diagram + vocabulary to align people quickly.

Output: shared language that prevents moral/political derailment.

8. Cross-paper navigation (only where justified)

These are not required reading. They are reference instruments.

- Whitewolf Paper #14 — "Structural Invariant Theory: The Science of Containment"

Why referenced: it supplies the containment lens behind "bounded spillover" and "recovery" without turning the rulebook into a theory lecture.

- Whitewolf Paper #12 — "The Crystal Chessboard"

Why referenced: it reinforces the idea of a finite rule-field where meaningful motion occurs without external governance; useful for explaining "rules as permissions" and "inadmissible transitions."

- Whitewolf Paper #15 — "The Icedentifiability Boundary"

Why referenced: it clarifies a failure mode where identity/membership collapses and higher-layer reasoning becomes incoherent; useful as an emergency "stopping rule" when the system can no longer define who/what is inside a floor.

Note:

Whitewolf Paper #16 stands alone. These are optional instruments to improve orientation.

ARCHIVAL ACCESS NOTICE

All referenced Whitewolf Papers (#1–#16) are publicly available.

They are archived on Archive.org under:

• Jason Whitewolf

• Whitewolf Creative Works

• whitewolfcreativeworks@gmail.com

These works are independently published and accessible for verification and cross-reference.

9. What we will build next (Box 2 preview)

Box 2 will contain:

- the full rule set (L1, L2, L3, I1, I2)

- the guarantees and hard limits

- the early-warning diagnostics (failure modes)

- the “minimum viable checklist” you can run on any real system

End of BOX 1 of 4

RULEBOOK

The Jenga Cascade System

Rulebook Edition — Non-Prescriptive

BOX 2 of 4

Scope: The Core Rules (L1–L3, I1–I2) + Guarantees + Hard Limits + Diagnostic Checklist

0. Orientation

Whitewolf Paper #16 is primary.

Everything in this box is a direct operational restatement of that paper.

Other Whitewolf papers are referenced only where they clarify structure — not to expand scope.

This box contains the enforceable geometry.

1. LOCAL **RULE L1** — Domain Floor Firewall

Definition:

Each foundational domain must define a non-exclusion floor.

The system is not allowed to output states below that floor.

Rule:

If any transition would push a person/entity below a domain's floor,

that transition is inadmissible or must be repaired locally within that domain.

Important:

- The floor is structural, not moral.
- Floor definition is a one-time governance act establishing the minimum survivable threshold; floor enforcement under this architecture is structural and non-discretionary.
- The floor is not abundance.
- The floor is "not falling through."

Practical translation:

Money shock

→ must not automatically remove minimum food access.

Housing shock

→ must not automatically remove minimum money interface access.

Food instability

→ must not invalidate housing floor access.

What L1 prevents:

Direct deprivation outputs.

Where this appears in other work:

Whitewolf Paper #14 — "Structural Invariant Theory"

Containment without redesign.

L1 is a containment constraint, not a reallocation engine.

Simple diagram test:

[DOMAIN]

|

| (no downward transition allowed past this line)

|

[FLOOR]

2. LOCAL **RULE L2** — Cross-Domain Non-Derogation

Definition:

No domain may act as a gatekeeper for another domain's floor.

Rule:

Failure in one domain cannot invalidate access to another domain's floor.

This forbids sovereignty of one column over the others.

Examples of illegal gating:

- Bank account closure → food floor removed.
- Eviction → loss of ability to access minimum financial rails.
- Loss of income → automatic food denial.

If one domain can veto survival in another,

you have cascade geometry.

What L2 prevents:

Vertical monopolies.

Archē (first-principle sovereignty) inside the system.

Cross-reference:

Whitewolf Paper #12 — "The Crystal Chessboard"

In a finite rule field, no single piece may redefine admissibility.

L2 enforces that constraint across domains.

Simple diagram test:

Illegal:

[MONEY] ——► (controls) ——► [FOOD FLOOR]

Legal:

[MONEY] ──signal──► [FOOD]

(no authority to cross floor boundary)

3. LOCAL **RULE L3** — Bounded Spillover

Definition:

Shocks may propagate as signals.

They may not propagate as floor-forcing events.

Rule:

Spillover must be bounded such that it cannot force another domain across its floor.

Meaning:

Money loss may reduce flexibility.

It may increase stress.

It may require adaptation.

It may NOT:

force food floor violation.

force housing floor violation.

This converts shocks into stress, not collapse.

Where this connects:

Whitewolf Paper #14 — containment geometry.

Stress redistributes, but does not exceed tolerance.

Diagram:

Shock in A

↓

Stress in B

↓

Floor remains intact

4. **INTERFACE STANDARD** I1 — Non-Comparable Floor Claims

Definition:

Floor access must be mediated only through claims that are:

- non-rankable
- non-tradable
- non-accumulative
- non-optimizable

If floor claims become:

comparable → tradable

tradable → scarce

scarce → ranked

ranked → governance re-enters

The floor must not become a currency.

This is the firewall against silent selection systems.

Where this matters:

Emergency systems.

Aid systems.

Digital benefit platforms.

Cross-reference:

Whitewolf Paper #15 — "The Icedentifiability Boundary"

When claim comparability expands, identity collapses into ranking.

I1 prevents this drift.

Diagram test:

Floor Claim

X no ranking scale

X no score

X no tradable token

5. **INTERFACE STANDARD I2** — Capability Separation

Definition:

Observation is permitted.

Actuation across floors is forbidden.

Rule:

Interfaces may:

- observe
- measure
- display
- report

They may NOT:

- modify admissibility rules
- change floor thresholds
- alter eligibility dynamically
- rank claimants

If your dashboard can rearrange blocks,

it is no longer a dashboard.

This prevents hidden governance through “technical adjustment.”

Diagram:

[Dashboard]

  |

  | observe only

  |

(no arrows back into floor rules)

6. WHAT THIS ARCHITECTURE GUARANTEES

If L1–L3 and I1–I2 are intact:

- Floors remain reachable under stress.
- No single domain can veto survival.
- Local shocks stay local.
- Governance does not silently re-enter.
- Coherence persists without convergence.

It does NOT promise:

- optimal allocation
- fairness

- equality

- perfect enforcement

- resolution of absolute scarcity

If food is physically insufficient,

someone must decide.

That decision is governance.

This rulebook isolates that moment.

It does not eliminate it.

7. **HARD LIMITS** (Where governance reappears)

Governance re-enters when:

- floors must be prioritized between people

- absolute scarcity forces ranking

- eligibility becomes discretionary

- claims become comparable

- a registry becomes sovereign

This architecture is anti-cascade.

It is not anti-governance.

8. **FAILURE MODE CHECKLIST** (Diagnostic Use)

Run this on any system.

If any answer is “yes,” cascade risk exists.

1. Can losing money automatically remove food floor access?
2. Can housing loss automatically invalidate financial floor access?
3. Are floor claims rankable?
4. Can floor claims be traded or accumulated?
5. Does any domain act as gatekeeper of another?
6. Can an interface dynamically alter eligibility?
7. Do emergency procedures introduce queues or ranking?
8. Is there a single mandatory registry for floor access?

If yes to any:

You are building cascade geometry.

In Jenga terms:

You glued blocks into vertical monopolies.

9. **Minimum Viable Implementation** Checklist

To pass structurally:

✔️ Each domain has a defined non-exclusion floor.

✔️ No domain gates another.

✔️ Spillover is bounded.

✔️ Floor claims are non-comparable.

✔️ Interfaces cannot actuate floor logic.

If all five pass:

You have anti-cascade geometry.

If one fails:

The tower is already leaning.

10. **What comes next** (Box 3 preview)

Box 3 will translate these rules into:

- Applied scenarios
- Pattern recognition examples
- Structural walkthroughs (money shock, housing shock, etc.)
- Cross-paper references where justified

- Game-to-architecture mapping

End of BOX 2 of 4

WHITEWOLF — RULEBOOK

The Jenga Cascade System

Rulebook Edition — Non-Prescriptive

BOX 3 of 4

Scope: Applied Walkthroughs, Pattern Recognition, Scenario Testing,

Game-to-Architecture Mapping

0. Orientation

Whitewolf Paper #16 remains primary.

This section does not add new rules.

It shows how to recognize cascade geometry in motion.

Where other Whitewolf Papers are referenced, it is only where structurally justified.

1. HOW TO READ A CASCADE

A cascade is not an event.

It is a multiplication.

The pattern is always:

Shock in Domain A

→ Gating or spillover

→ Floor breach in Domain B

→ Secondary gating

→ Compounded breach

If a shock forces a floor crossing in a second domain,

L1 or L2 has failed.

If stress multiplies rather than redistributes,

L3 has failed.

This section trains recognition.

2. SCENARIO 1 — MONEY SHOCK

Event:

Individual loses employment.

Structural Question:

Does this shock automatically invalidate food or housing floor access?

Healthy Geometry:

Money ↓

→ discretionary spending adjusts

→ food floor remains intact

→ housing floor remains intact

Cascade Geometry:

Money ↓

→ food eligibility tied to employment

→ food floor breached

→ housing destabilizes

→ employability collapses

→ system output: deprivation state

Failure Point:

Cross-domain gating (L_2).

Diagnostic:

If employment status controls biological survival,

the tower has a sovereign column.

3. SCENARIO 2 — HOUSING SHOCK

Event:

Tenant is evicted.

Structural Question:

Does housing loss invalidate access to money rails or food access?

Healthy Geometry:

Housing ↓

→ relocation required

→ money interface remains intact

→ food floor remains intact

Cascade Geometry:

Housing ↓

→ loss of address

→ bank access revoked

→ food access restricted

→ employability collapses

Failure Point:

Spillover forcing cross-floor breach (L3).

Cross-reference:

Whitewolf Paper #8 — “The Cosmic Microscope.”

Different observers may interpret this as “personal failure” or “policy inefficiency.”

Under lens alignment, it is structural gating.

4. SCENARIO 3 — FOOD SHOCK

Event:

Supply disruption.

Structural Question:

Does food instability force money or housing floor breach?

Healthy Geometry:

Food supply ↓

→ rationing at floor

→ housing remains admissible

→ financial rails remain intact

Cascade Geometry:

Food scarcity ↓

→ price spike

→ inability to pay rent

→ eviction wave

→ income destabilization

Failure Point:

Spillover unbounded (L_3).

If rationing becomes ranking,

I_1 is failing.

5. SCENARIO 4 — EMERGENCY RESPONSE FAILURE

Event:

Government activates emergency distribution system.

Structural Question:

Does the emergency system introduce ranking, queues, or centralized selection?

Healthy Geometry:

Emergency action

→ preserves floors

→ no new sovereign registry

→ no cross-domain ranking

Cascade Geometry:

Emergency

→ unified registry required

→ scoring model introduced

→ floor claims become rankable

→ governance expands

Failure Point:

I1 and I2 breached.

Cross-reference:

Whitewolf Paper #15 — "The Icedentifiability Boundary."

When comparability expands, governance re-enters through identity compression.

6. GAME-TO-ARCHITECTURE MAPPING

The Jenga Games are not metaphors.

They are structural demonstrations.

Game 1 — Seven Seconds

Pressure without redesign.

Tests bounded reaction under constraint.

Game 2 — Growth Under Vibration

Growth injects stress.

Without L3, vibration cascades.

Game 3 — Spin the Bottle

Randomized direction of stress.

If L2 holds, fate cannot sovereignly gate.

Game 4 — Hidden Meaning

Outcome reinterpretation.

Structure unchanged; stakes alter perception.

Game 5 — Three Roles

Distributed strain.

No one actor controls collapse — geometry does.

Game 6 — King of the Mountain

Sovereign block instability.

L2 forbids this architecture in real systems.

Game 7 — The Dungeon

Claim accumulation vs structural tolerance.

If relics become rankable currency, I1 fails.

Game 8 — Infinity Loop

Stress rotation.

Weak columns exposed under orientation shift.

Game 9 — Cascade

Vertical-only system.

Illustrates rapid load transfer without floor.

Each game isolates a collapse vector.

The architecture forbids those vectors across money, food, and housing.

7. RECOGNIZING HIDDEN GOVERNANCE

Governance often re-enters silently.

Look for:

• Unified digital identity systems controlling multiple domains

• Eligibility scores reused across domains

• "Temporary" emergency registries becoming permanent

• Cross-domain API dependency

• Private platforms becoming access chokepoints

If any interface can dynamically alter floor eligibility,

I2 has failed.

Cross-reference:

Whitewolf Paper #9 — "The Wormhole Pipeline."

Transitions between constraint regimes require coupling.

When systems couple incorrectly, miscascades occur.

8. CASCADE SIMULATION EXERCISE

For institutional use:

Step I:

Choose one domain.

Introduce a shock.

Step 2:

Map every possible propagation path.

Step 3:

Mark where floor crossing becomes possible.

Step 4:

Identify which rule (L1–L3, I1–I2) is violated.

If propagation reaches a second domain's floor,

the architecture is incomplete.

This is measurable.

This is testable.

This is not ideological.

9. COHERENCE WITHOUT CONVERGENCE

Important distinction:

This system does not attempt to make outcomes equal.

It attempts to make collapse inadmissible.

Coherence ≠ sameness.

Cross-reference:

Whitewolf Paper #11 — "The Crescendo."

Pressure may intensify.

Identity may not yet fix.

Anti-cascade geometry preserves openness without premature collapse.

10. What Box 3 Establishes

You now know how to:

- Detect cascade geometry.
- Identify rule violations.
- Map shock propagation.
- Recognize hidden governance.
- Translate game mechanics into structural diagnostics.

Box 4 will complete the rulebook with:

- Institutional loading docks.
- Deployment posture.
- Navigation summary.
- Minimal diagrams.

• Final structural restatement.

End of BOX 3 of 4

WHITEWOLF — RULEBOOK

The Jenga Cascade System

Rulebook Edition — Non-Prescriptive

BOX 4 of 4

Scope: Institutional Posture, Deployment Navigation, Minimal Diagrams,

Final Structural Restatement

0. Orientation

Whitewolf Paper #16 remains primary.

This rulebook has:

- Defined the anti-cascade architecture
- Mapped rule failures
- Connected the Jenga Games to structural diagnostics

This final section completes navigation.

It does not add new rules.

It clarifies posture.

1. WHAT THIS RULEBOOK IS — AND IS NOT

This is not:

• a welfare proposal

• an economic reform platform

• a political theory

• a centralized coordination model

It is:

• a collapse-prevention geometry

• a boundary condition specification

• a diagnostic manual

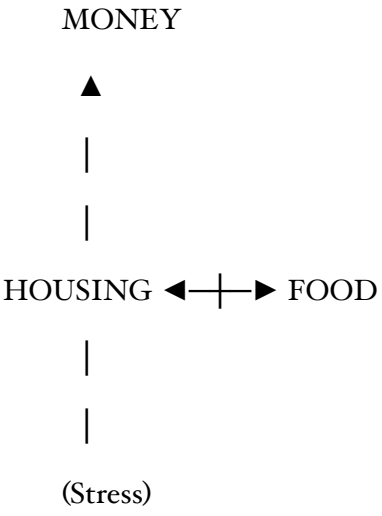
Whitewolf Paper #16 defines the structure.

This rulebook explains how to see it operate.

2. THE MINIMAL GEOMETRY (DIAGRAMMABLE CORE)

The architecture can be drawn in one simple diagram.

Three domains:



Each domain has a floor.

Draw a horizontal line under each domain.

No shock is allowed to push a neighboring domain below its line.

Now add arrows between domains.

Those arrows represent spillover.

Rule L2 forbids any arrow from becoming a gate.

Rule L3 limits arrow intensity.

Rule L1 defines the floor line.

I1 prevents the floor from becoming currency.

I2 prevents the diagram from changing itself.

That is the whole system.

3. HOW INSTITUTIONS USE THIS

Government Use

Ask:

- Where are domains cross-conditioning eligibility?
- Where does one failure automatically void survival in another?
- Where are emergency systems creating new sovereign chokepoints?

If answers exist, geometry is unstable.

Humanitarian Use

Ask:

• Does aid create hidden ranking?

• Are logistics platforms becoming gatekeepers?

• Are relief floors non-tradable and non-accumulative?

If not, cascade risk increases.

Technology Platforms

Audit:

• API dependency chains

• Identity systems spanning domains

• Reputation or scoring systems reused across essentials

If a single credential unlocks or locks multiple domains,

L2 is fragile.

Academic Use

Model:

• Shock injection

• Floor proximity over time

• Cross-domain gating probability

Collapse geometry is measurable.

4. EARLY WARNING SIGNALS

Watch for:

• Increasing comparability of floor claims

• Single digital identity spanning essentials

• "Temporary" scarcity queues becoming permanent

• Resource allocation tied to unrelated compliance

• Financial status determining biological access

These are pre-collapse geometries.

Cross-reference:

Whitewolf Paper #10 — "The Antenna."

False certainty about system resilience is itself risk.

5. WHERE GOVERNANCE BEGINS

The architecture prevents cascade.

It does not resolve absolute scarcity.

If total food supply is insufficient,

someone must choose distribution.

That is governance.

This rulebook isolates governance to that boundary.

Everything above that boundary can remain non-prescriptive.

6. HUMAN WALK-THROUGH

Imagine three supports under your life:

- Money
- Food
- Housing

Now imagine this rule:

You are not allowed to fall through the floor in any one of them because another failed.

You may struggle.

You may adapt.

You may rebalance.

But your difficulty is not multiplied into total exclusion.

The system does not ask:

"Who is more deserving?"

It asks:

"Is this outcome admissible?"

If the answer is no,

the transition is blocked or repaired locally.

No central master.

No score.

No hierarchy.

7. RELATION TO OTHER WHITEWOLF PAPERS

Whitewolf Paper #8 — The Cosmic Microscope

Lens alignment prevents misdiagnosing cascade as morality.

Whitewolf Paper #9 — The Wormhole Pipeline

Constraint transitions explain regime shifts during stress.

Whitewolf Paper #10 — The Antenna

Prevents false certainty about terrain and resilience.

Whitewolf Paper #11 — The Crescendo

Pressure may intensify without requiring collapse.

Whitewolf Paper #12 — Crystallization

Defines when structural commitment becomes irreversible.

Whitewolf Paper #15 — The Icedentifiability Boundary

Warns against identity compression through comparability.

Whitewolf Paper #16 — Geometry & The JENGA CascADE

Primary structural specification.

Each reference appears only where structurally justified.

8. FINAL STRUCTURAL SUMMARY

Remove L1 → deprivation becomes admissible.

Remove L2 → one domain becomes sovereign.

Remove L3 → shocks cascade.

Remove I1 → floors become tradable.

Remove I2 → observation becomes governance.

All five are required.

Nothing more is required.

This is the smallest known non-governing anti-cascade geometry.

9. WHAT THIS COMPLETES

You now have:

- The architecture (Whitewolf Paper #16)
- The diagnostics (Box 2)
- The applied mapping (Box 3)
- The institutional posture (Box 4)

The technical appendix may go further.

The geometry does not change.

FINAL STATEMENT

A Jenga tower does not collapse because blocks are removed.

It collapses when removal is allowed to redistribute load without boundary.

This rulebook does not freeze the tower.

It installs one condition:

Local shocks are not permitted to become systemic deprivation.

That is the anti-cascade rule.

That is the geometry.

End of BOX 4 of 4

Money
Food
Housing

WHITEWOLF — TECHNICAL APPENDIX

The Jenga Cascade System

"Nerd Appendix" to the Rulebook

Hard-Constraint Edition

0. PURPOSE

This appendix formalizes the structural diagnostics implicit in the games

and Whitewolf Paper #16.

The rulebook explains behavior.

This appendix models it.

No rhetoric.

No metaphor unless mapped to equations.

No motivational framing.

We treat each game as a constrained dynamical system with:

- discrete state space
- structural invariants
- admissibility boundaries
- collapse conditions

• cascade geometry

Primary anchor: Whitewolf Paper #16

Secondary references only where structurally justified.

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1. CORE FORMAL MODEL — THE TOWER AS A LOAD GRAPH

Let the tower be represented as a directed acyclic load graph:

$G = (V, E)$

Where:

V = blocks

E = load-transfer relationships

Each node v ∈ V has:

• position vector $p_v \in \mathbb{R}^3$

• support set $S(v) \subset V$

• load weight w_v

Load transfer function:

$L(v) = w_v + \Sigma_{u \in U(v)} L(u) * \alpha_{u \to v}$

Where $\alpha_{u \to v} \in [0,1]$ represents contact efficiency.

Collapse condition:

$\exists$ v such that

center_of_mass projection $\notin$ convex_hull(S(v))

This defines structural failure.

All games manipulate:

- α (coupling strength)
- topology of S(v)
- removal rate of critical nodes
- time constraint on perturbation

---

2. CASCADE GEOMETRY (WHITEWOLF PAPER #16 FORMALIZATION)

Define three domains:

D = {Money, Food, Housing}

Let state vector:

$X = (m, f, h)$

Each domain has floor threshold:

$m \geq m_0$

$f \geq f_0$

$h \geq h_0$

Cross-domain propagation matrix:

$P = [\ p_ij\ ]$

Where p_ij represents spillover intensity from $i \rightarrow j$.

Cascade occurs when:

$\exists$ i such that

$x_i < x_i_0$

and propagation produces:

$x_j < x_j_0$ for some $j \neq i$

Cascade condition:

P * ΔX exceeds floor stability margin vector F

Bounded Spillover (Rule L3):

||P|| < λ_max

Where λ_max is maximum allowable coupling before floor violation.

Anti-gating (Rule L2):

No domain i such that:

f_j = g(x_i)

with g monotonic and hard-thresholded.

Floor Firewall (Rule L1):

∀ transitions T:

if T(x_i) < x_i0

then T is inadmissible or locally repaired.

---

3. GAME-SPECIFIC STRUCTURAL ANALYSIS

GAME 1 — SEVEN SECONDS

(Time-Compressed Decision Geometry)

Model:

Discrete time constraint $\tau = 7s$

Let decision complexity C_d

Let mechanical stability margin M_s

Failure probability increases as:

$$P(\text{failure}) \propto (\exp(C_d / \tau)) / M_s$$

This game increases entropy injection rate

$$dH/dt \uparrow$$

System stress test:

Decision-latency vs structural tolerance.

Interpretation:

Simulates policy under time compression.

Maps to crisis governance without deliberative buffer.

Whitewolf Paper linkage:

Paper #10 — observation distortion under speed.

GAME 2 — GROWTH UNDER VIBRATION

(Forced Oscillatory Perturbation)

After each move, apply impulse:

$$F(t) = A * \delta(t - t_0)$$

System response approximated by:

$$x'' + 2\zeta\omega x' + \omega^2 x = F(t)$$

Where:

ζ = damping ratio

ω = structural frequency

Instability if:

$\zeta < \zeta_critical$

Repeated excitation increases effective ℓ (Paper #14):

$\ell = \sqrt{(D_{eff} * \tau)}$

Here:

D_{eff} ~ vibration coupling

τ ~ recovery between impulses

If impulse frequency > recovery rate:

Containment fails.

Maps to:

Economic growth + volatility injection.

GAME 3 — SPIN THE BOTTLE

(Stochastic Control Loss)

Random variable $R \in \{+1, -1\}$

Transition:

If R = +1 → add block

If R = -1 → remove block

Define stability margin S_t

Expected drift:

$E[\Delta S] = 0$

Variance increases per turn.

This models stochastic policy constraint:

Intent ≠ outcome.

Phase transition when reserve blocks exhausted:

System shifts from symmetric to removal-dominant regime.

Maps to:

Exogenous shocks in economic systems.

Note on Master Edition (Bonus Game):

Master Edition introduces externally injected stochastic perturbation via discrete event operator (d6), controlled by the Dungeon Master.

This increases variance within the system but does not alter admissibility boundaries, floor constraints, or cross-domain coupling limits defined in Whitewolf Paper #16.

Dice modify trajectory variance, not rule-field geometry.

GAME 4 — HIDDEN MEANING

(Utility Function Uncertainty)

Players maximize assumed payoff U^*

Actual payoff $U \neq U^*$

Decision distortion:

$\Delta = |U - U^*|$

Risk tolerance shifts under epistemic uncertainty.

Game models:

Preference misalignment under opaque incentive structure.

Maps to:

Information asymmetry.

Policy with hidden externalities.

Whitewolf Paper linkage:

Paper #2 — semantic re-entry.

GAME 5 — THREE ROLES

(Distributed Structural Strain)

Define vertical coordinate y.

Climber: remove from $y > y_mid$

Shifter: remove from $y_mid/3$ band

Miner: remove from $y < y_mid$

Each role increases different stress tensor component:

Climber → torque increase

Miner → base shear increase

Shifter → redistribution variance increase

Collapse probability:

$P \propto f(\tau, shear, base_integrity)$

This models:

Simultaneous high-leverage extraction

+ mid-layer redistribution

+ foundational depletion

Direct analog to cascade geometry in Paper #16.

GAME 6 — KING OF THE MOUNTAIN

(Centralization Risk Model)

Let height H_k define sovereign position.

King forced to:

maximize H

while removing from lower stability region.

Opponents remove from upper destabilization region.

Centralization increases:

σ_load variance.

System resembles:

Single-node dominance network.

Collapse probability:

$P \propto H^2 / \text{base_support}$

Maps to:

Power concentration under adversarial pressure.

GAME *7* — THE DUNGEON

(Symbolic Accumulation Under Structural Risk)

Each block carries a symbol $s \in \Sigma$.

Players maximize matching-set formation:

$\text{maximize } |\{s_i = s_j = s_k\}|$

Hand (inventory) constraint:

$|hand| \leq 5$

If a move produces |hand| > 5, overflow must be resolved immediately by one of the following admissible actions:

• Trade — exchange one relic with another player (one-for-one).

• Return — reinsert one relic into the tower only through an existing natural gap (no forced insertion).

• Discard — remove one relic from the game permanently.

Return admissibility condition:

Reinsertion is permitted only if a natural opening already exists in the structure.

Forced insertion, prying, or wedge expansion is forbidden.

Overflow enforcement condition:

If no Trade is possible and no admissible Return gap exists,

Discard is mandatory.

Structural interpretation:

Trade → redistributes symbolic inventory without modifying tower topology.

Return → bounded reinsertion constrained by existing structural degrees of freedom.

Discard → capacity release mechanism preventing relic accumulation from becoming a persistent structural lever.

Collapse condition:

Symbolic accumulation increases top-loading and instability.

When marginal structural gain exceeds remaining stability margin,

a nonlinear threshold is crossed and collapse terminates the round.

This models speculative accumulation under finite structural tolerance.

GAME 8 — INFINITY LOOP

(Rotational Frame Invariance)

After each move:

Rotate tower 90°.

Let stress tensor T.

Rotation matrix R applied each turn:

$T_{(n+1)} = R\, T_n\, R^{-1}$

This prevents static stress orientation.

Weak axis becomes strong axis cyclically.

Models:

Galilean invariance (Paper #12 Amendment).

No fixed privileged direction.

Forces stress redistribution.

Collapse emerges from global imbalance, not local weakness.

GAME 9 — CASCADE (VERTICAL FIELD MODE)

All blocks vertical.

System approximates slender column model.

Euler buckling condition:

$P_{cr} = \pi^2 EI / (KL)^2$

As height L increases, critical load drops quadratically.

Foundation turn increases I.

Elevation turn increases L.

Instability grows geometrically.

Cascade behavior:

One failure increases effective load on remaining supports.

Models:

Uncontained propagation.

Paper #14 $\ell \approx$ system scale.

---

4. HARMONIC AND FREQUENCY ANALYSIS

Repeated removal and placement creates:

Nonlinear oscillatory stress regime.

Let stress amplitude A_n.

If:

$A_{(n+1)} = A_n + \varepsilon$

and ε accumulates without damping,

System crosses:

$A_n \geq A_{critical}$

Collapse.

Damping insufficient → divergence.

Analog to unbounded spillover in Paper #16.

---

5. GENERALIZED CASCADE CONDITION

Let:

State vector S_t

Coupling matrix C

Floor vector F

Cascade occurs if:

∃ t such that:

$S_t < F$

AND

$C * (S_t - F)$ propagates below F in adjacent domains.

Formal anti-cascade requirement:

Spectral radius $\rho(C) < 1$

If $\rho(C) \geq 1$

Small shocks amplify.

This is the hard condition.

---

6. IDENTITY BOUNDARY (PAPER #15 LINK)

If floor claims become rankable:

Mapping f: Floor → Comparable Scalar

Then system introduces eigenvalue crossing in governance operator.

Loss of separation → identity collapse.

Governance re-enters as swap regime.

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7. FINAL HARD CLAIM

All numbered games are finite, discrete approximations of:

Constrained load systems under perturbation.

Whitewolf Paper #16 provides domain-level firewall geometry.

The games provide:

Observable micro-scale collapse mechanics.

Collapse is not moral.

Not narrative.

Not ideological.

It is:

Load redistribution exceeding bounded tolerance.

Anti-cascade geometry requires:

$\rho(C) < 1$

Floors invariant

No sovereign gate

No tradable minimum

Observation ≠ actuation

END OF TECHNICAL APPENDIX

Hard Constraint Edition

If you made it this far..

A cracker jack price for you.

BONUS GAME — THE DUNGEON: MASTER EDITION

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(Advanced Campaign Mode — **Dice** + **Dungeon Master**)

This is the expanded campaign version.

One player becomes the Dungeon Master (DM).

The DM does not remove blocks.

The DM does not collect relics.

The DM controls the dungeon.

All other players are Raiders.

This campaign mode increases perturbation but does not alter the floor admissibility constraints, non-derogation rules (L2), bounded spillover limits (L3), or interface constraints (I1–I2) defined in Whitewolf Paper #16.

SETUP

- Use the marked symbol blocks.
- Build a standard Jenga tower.
- Each Raider starts with zero relics.
- One 6-sided die (d6) is required.
- 2–4 Raiders + 1 Dungeon Master.

All base Dungeon rules still apply, including:

• Symbol claiming + orientation

• Dungeon Choices (KEEP / TRADE / RETURN / DISCARD)

• Hand Limit (5 relics)

• Collapse rule

This Master Edition adds:

• Axis & Veil (polarity allegiance)

• Four classic classes (sigil-bound)

• DM Events (dice-driven)

• Ritual Attempt (final lock)

AXIS & VEIL (POLARITY ALLEGIANCE)

Before play begins, each Raider chooses ONE allegiance for the round:

AXIS (**+**)

VEIL (**−**)

This is not good vs evil.

It is structural stance:

• AXIS = alignment, spine, direct structure.

• VEIL = obliqueness, drift, indirect pressure.

ALLEGIANCE RULE (IMPORTANT)

During play, when you claim a relic, you must claim ONLY your allegiance polarity:

• AXIS Raiders always claim (**+**)

• VEIL Raiders always claim (**−**)

CLAIMING PROCEDURE:

When you remove a block:

1. Choose which of the four symbols you want to claim

2. Orient the block so that symbol's face is visible on top

3. Rotate the block so your allegiance polarity end faces toward you

   (AXIS players: + end faces you; VEIL players: – end faces you)

4. Place the block on top in that orientation

This makes both your claimed symbol and polarity visible to all players.

Allegiance does not change mid-round unless a DM Event explicitly allows it.

CLASSES (SIGIL-BOUND)

Each Raider chooses ONE class.

Your class is tied to your Sigil (symbol).

? ORACLE

▲ KNIGHT

⚡ **ROGUE**

↻ **MAGE**

You may claim ANY symbol on any pull.

However:

You may use your Class Ability ONLY on a turn where you claim YOUR OWN Sigil.

(Once per round per Raider.)

CLASS ABILITIES

(Once per round — only when claiming your own Sigil)

? ORACLE — "FORESIGHT"

Before removing a block on your turn,

roll 1d6.

On 4–6:

After removing the block (but before placing it),

you may change your claimed symbol

to any of the four symbols on that block.

(Polarity must still match your allegiance.)

On 1–3:

No effect. Claim symbol normally.

▲ **KNIGHT** — "SHIELD"

After placing your block:

AXIS (+):

You may stabilize the tower lightly with two fingertips

for up to 3 seconds.

No pushing. No shifting. Stabilize only.

VEIL (−):

The next Raider must remove

from the upper half of the tower.

⚡ **ROGUE** — "STRIKE"

After your turn ends:

AXIS (+):

Choose one Raider.

They must either:

• DISCARD one relic (their choice), OR

• Let you steal one relic from their hand (your choice)

If they have no relics, no effect.

VEIL (**−**):

Choose one Raider.

On their NEXT turn, they must perform a Trap Pull:

TRAP PULL

• Remove one legal block.

• Place it on top.

• Do NOT claim a symbol.

• No relic gained.

• No Dungeon Choice.

• After placement, their turn ends immediately.

↻ **MAGE** — "FLUX"

When placing your block (before final release):

AXIS (**+**):

You may rotate the block you just placed

one additional time before releasing it.

You may also delay your Dungeon Choice

until after seeing the stability result.

VEIL (−):

You may choose RETURN as your Dungeon Choice

even if no natural gap currently exists.

If you choose this, you must create a stable placement

within an existing gap without forcing or wedging.

If no stable placement is possible, you must DISCARD instead.

THE DUNGEON MASTER (DM)

The Dungeon Master can roll dice, inject chaos, force hard choices—but cannot violate the floor rules.

The DM intervenes only at TRIGGER MOMENTS:

- End of any Raider's turn if they now hold exactly 3 relics in hand.
- A Raider declares a Ritual Attempt.
- A set of 3 is completed (a point is scored).

DM events do NOT trigger on tower shifts or wobbles unless a Ritual Attempt is active.

When triggered, the DM announces:

"The dungeon stirs."

The DM chooses ONE event category:

1) **CREATURE**

2) **INSTABILITY**

3) **TEMPTATION**

Then the DM rolls 1d6:

1–2 → Minor

3–4 → Moderate

5–6 → Severe

The DM narrates briefly and applies the effect.

EVENT TYPES

1) CREATURE

Minor:

Next Raider must remove from the upper half.

Moderate:

Next Raider rolls 1d6.

1–3 → must remove from lower half.

4–6 → normal removal.

Severe:

All Raiders must each choose ONE relic from hand

and attempt a RETURN immediately (in turn order, starting with the active Raider).

If no legal return exists for a Raider, they must DISCARD that relic instead.

If the tower collapses during this sequence, the Raider whose action caused the collapse loses the round immediately under the standard collapse rule.

2) INSTABILITY

Minor:

Next placement must be clean — no visible overhang.

Moderate:

Next Raider must use non-dominant hand for removal only.

(Placement may use dominant hand.)

Severe:

Next TWO Raiders must each remove from the lower half of the tower.

3) TEMPTATION

Minor:

Active Raider may attempt a Bonus Pull immediately:

BONUS PULL

- Remove one additional legal block.
- Place it on top.
- Do NOT claim a symbol.
- No relic gained.

• No additional Dungeon Choice.

If you decline, no penalty.

Moderate:

Active Raider may KEEP even if it would exceed Hand Limit.

If they do, they must immediately resolve overflow using the standard rule

(TRADE / RETURN if legal / DISCARD).

Severe (choose one):

A) Active Raider may switch their allegiance (AXIS ↔ VEIL) for the remainder of this round.

This affects polarity claiming and class abilities immediately.

B) Roll 1d6 for a bargain:

AXIS (+):

1–3 → DISCARD one relic.

4–6 → TRADE with any Raider (they must comply).

VEIL (−):

1–3 → RETURN one relic (if legal) or DISCARD if not.

4–6 → Steal one relic from any Raider (your choice). If target has no relics, choose a different target.

If a Raider switches allegiance, all previously claimed relics remain in their possession unchanged.

Polarity affects future claims and class abilities only.

Previously claimed relics retain their original polarity and may be used normally toward matching sets.

RITUAL ATTEMPT (THE LOCK)

When a Raider holds 3 matching symbols,

they may declare at the start of their turn:

"I attempt the Lock."

Immediately:

1) DM triggers an event (roll for severity; DM chooses category).

2) The event resolves completely.

3) The Raider must remove one block from the lower third of the tower and place it on top normally, claiming a symbol as usual.

4) The Raider rolls 1d6:

1–3 → The Lock strains:

Perform one additional removal from anywhere legal and place on top.

You do NOT claim a symbol on this second block.

4–6 → The Lock holds:

No additional removal required.

5) If the tower survives all placements, the Raider scores 1 point and removes those 3 matching relics from play.

If collapse occurs at any point during the Ritual Attempt:

That Raider scores 0 points for this attempt.

The 3 relics are lost.

The round ends.

SCORING + WIN CONDITION

Each successful Ritual Attempt (set of 3 matching symbols) = 1 point.

The round ends when the tower collapses.

The Raider who caused the collapse:

- Loses the round if they have 0 points.
- Keeps their points if they have 1 or more.

All other Raiders keep their points.

Highest score wins the round.

Ties share the round win.

Best of three rounds wins the campaign.

CAMPAIGN VARIANT (OPTIONAL)

If a Raider wins two rounds in a row, they may choose to:

- Retire as Champion (ending the campaign), OR
- Continue and attempt to win all three rounds for Perfect Victory.

DESIGN PRINCIPLE

The tower is the authority.

Dice introduce uncertainty.

The DM introduces pressure.

Players introduce ambition.

No character sheets.

No arithmetic beyond counting to 3.

No tracking beyond relics in hand and points scored.

The dungeon remembers what you take.

Proceed carefully.

SYMBOL SYSTEM — PREPARATION & MARKING GUIDE

Some games in this rulebook require a marked Jenga set.

Prepare the blocks once. They remain marked permanently.

This section defines the standard symbol configuration.

1. REQUIRED SYMBOLS

Each block carries four symbols:

? Question Mark

▲ Triangle (Pyramid)

Lightning Bolt

↻ Clockwise Spiral

Each block also carries polarity markings on its short ends:

\+ Positive

− Negative

2. STRUCTURE OF THE BLOCK

Think of each block like a domino with two ends.

Each Jenga block has:

• Two short ends (the square faces)

• Four long faces (the rectangular faces)

Mark one short end with: +

Mark the opposite short end with: –

Polarity is permanent and marks the "direction" of the block.

3. SYMBOL PLACEMENT (CRITICAL)

Each of the four long rectangular faces gets ONE symbol.

On each long face:

- Choose one of the four symbols (?, ▲, ⚡, ↻)
- Draw that symbol TWICE on that face:
  - Once closer to the + end
  - Once closer to the – end
- Keep symbols away from the center line
- Make them visible when blocks are stacked

Across all four long faces:

- Use each of the four symbols exactly once
- Each symbol appears on one face only
- But that symbol is drawn twice on its face (once near each polarity end)

4. SPIRAL ORIENTATION

All spirals (↻) rotate clockwise.

When drawn near the + end, the spiral curves upward-right.

When drawn near the − end, the spiral curves downward-right.

5. CLAIMING IN PLAY

When a game requires symbol and polarity selection:

The player:

1. Chooses which symbol to claim

2. Rotates the block so that symbol's face is on top (visible)

3. Orients the block so their required polarity end faces toward them

This makes both the symbol and the polarity clear to all players.

Once placed, the choice is permanent for that block.

This completes the Symbol System configuration.

Proceed to the games.

THE SYMBOL SYSTEM

A plus.

A minus.

An angled sign.

A question held across a line.

A symbol means because it stands

in bounded fields with neighboring hands.

Remove one link, the pattern shifts.

Remove the floor, the structure drifts.

A spiral curves.

A lightning splits.

A triangle stabilizes where it fits.

There language lives without decree.

There form resists entropy.

Not chaos. Not control.

Not merely a crown.

But A symbol alone

is bound in trace.

A symbol in system is load in place.

Draw carefully. Stack with care.

What holds below, holds everywhere.